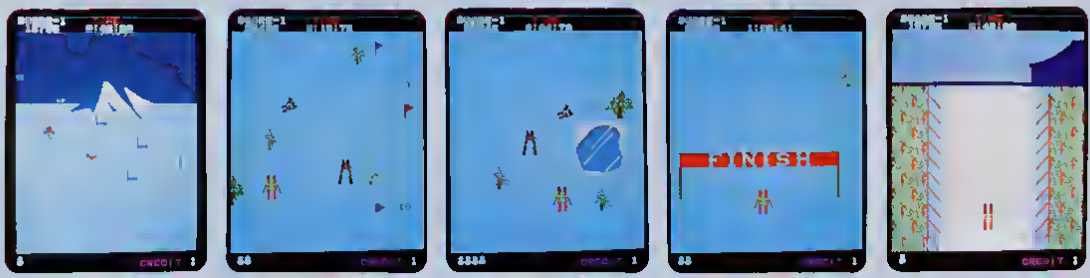
TAITO

TAITRONICS

ALPINE SKI



ALPINE SKI

How to Play

* Press the button once to start your skier.
* Score points by manuevering the skier around snow mobiles, beginning skiers, etc. with the control lever.
* Increase skier speed by depressing the button.
* Skiing down the slope successfully allows the player a chance to challenge the slalom course.
* 100 point penalty for each pole knocked down in the slalom course.
* Completion of the slalom course allows the player to challenger the ski jump.
* In the jump competition, use the radar found on the upper portion of the screen to maximize the distance of the jump for bonus points.
* Playing time is increased at 10,000 points and for each additional 5,000 points thereafter.
* Game is over when the timer reaches zero.

Game Features

The real enjoyment of skiing is presented by lifelike downhill skiing, slalom racing, and ski jump competition.

Realistic sound effects and gentle background music make the player feel as if he were surrounded by snow at a ski resort high in the mountains.

Passing over icey slopes tests the player's skill and reflexes.

Difficulty increases as the player proceeds through the various patterns.

Play time may be set from 1 minute to 2.5 minutes in length.

Bonus points of 500—4,000 are adjustable in the jump competition.

Extended play time is adjustable at 10,000 to 25,000 points (first extension). Additional extended play time adjustable at 5,000 to 12,000 points.

Specifications: Size — Height 600—700 mm
Width 900 mm
Depth 800 mm
Weight 55 kgs
Power consumption — W

** Also available in an upright model.

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